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AA03



Purging Woth Nrld Oekwyn's Muddy Hole

Artisan Adventures #03

Suitable for characters level 2-6

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Additional Credits:

Jeremy Hart's illustrations are found on pages; 5, 27, 29, and those incredible custom footers I asked for!

Richard Leblance's illustrations are found on pages; 12, 13, 14, 16, 19, 32, 36.

Jay Murphy's illustrations are found on the cover, pages: 4 (map), 5-6, 8, 10-11, 20-21, 22, 23, 24, 25, 30, 32, 34, 35.

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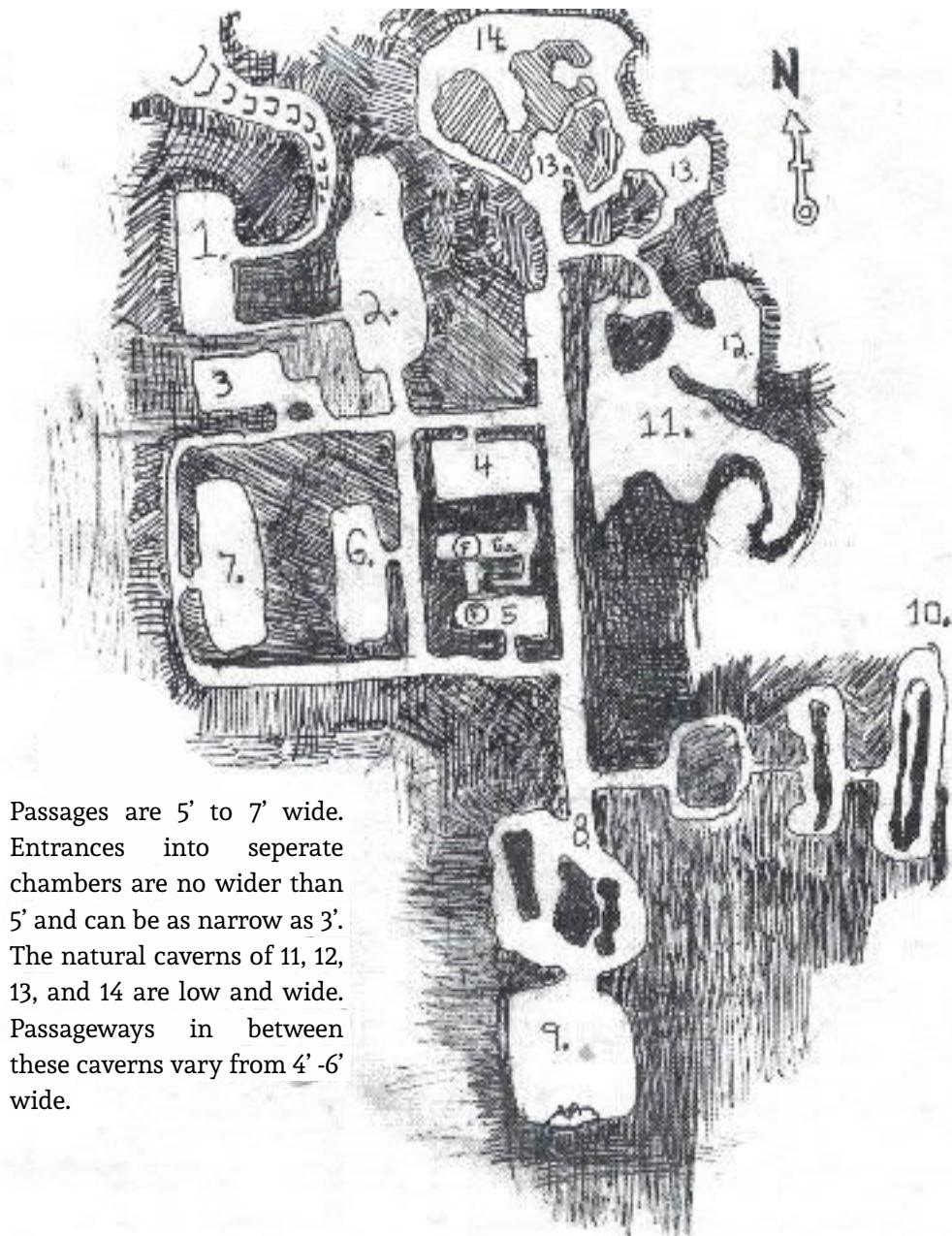
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The stairs at the entrance are choked with wet loam for the first thirty feet making for slick footing. Tracks lead in and out. Save vs paralysis if running or fighting on these steps. Fail and fall prone.

Scale Map to Taste



Robid, Knight-Protector of the Grim Gauntlet: 4th Level Cleric; AC 4 HP 15 (currently 2) A 2h-mace D 1d8, Chain and Leather Armor, badly damaged.

A gasping faithful of the Grim Gauntlet, gripping bloodied mace in gashed hands, lies wounded in the forest. They have just crawled out from their failed mission within the "Hole". A trio of fanged-mouthed humanoids killed their party before they escaped with their life. Robid has sworn to destroy this forgotten shrine of evil. Will the PCs help?

Wandering Monsters

1 in 6 chance

1. Razertooth Muckwing (1d4+3)
2. Pink Slime (1)
3. Vulbats (1d4)
4. Troglodyts (1d4)

*5-6. The finger of Woth Nrld Oekwn.

*Choose a random PC. A specter of Oekwyns will be haunting this hall and has reached out to "bless" the intruder. The touched suffers skin rot. While not damaging it is wholly repellent to look on within an hour. After 12 hours the effected area stinks of rotten meat. It also makes the victim impervious to slimes.



DM Notes:

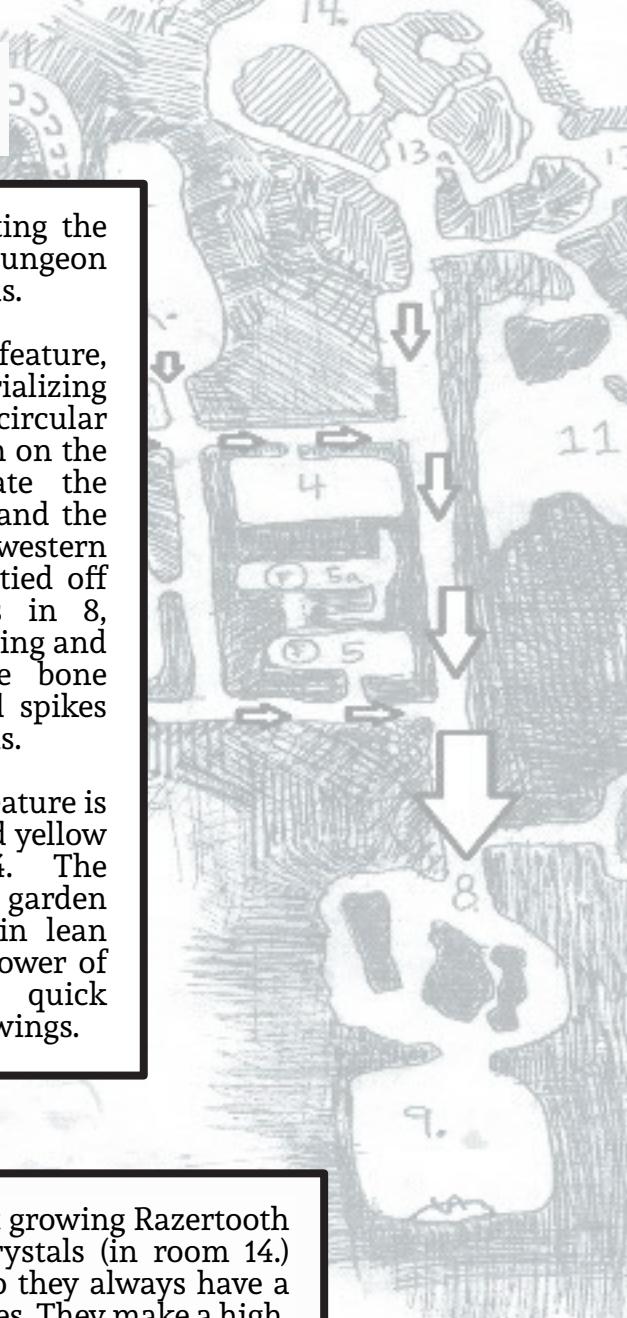
Dungeon Ecology

The Troglodytes are exploiting the magical properties of the dungeon to their own flesh-eating ends.

It starts with the dominant feature, the continuous wind materializing and coursing through the circular tunnel of 8. The arrows seen on the map to the right indicate the direction of air flow south and the airflow created in the western passages. The Trogs, while tied off from 13, attack intruders in 8, hoping to force a loss of footing and impale their prey on the bone shards, wooden stakes, and spikes embedded in the tunnel walls.

The other strange magical feature is the crop of gray cabbage and yellow crystals growing in 14. The replenishing alien cabbage garden offers meager sustenance in lean times while the mutating power of the crystals gives them quick swarms of dangerous Muckwings.

The Troglodytes are adept at growing Razertooth Muckwings. The strange crystals (in room 14.) mature new larva rapidly so they always have a good supply flying in the caves. They make a high, loud buzzing sound when agitated or attacking. This provides the Trogs with their alarm and alert system in the dungeon as they know how to identify this sound when it occurs.

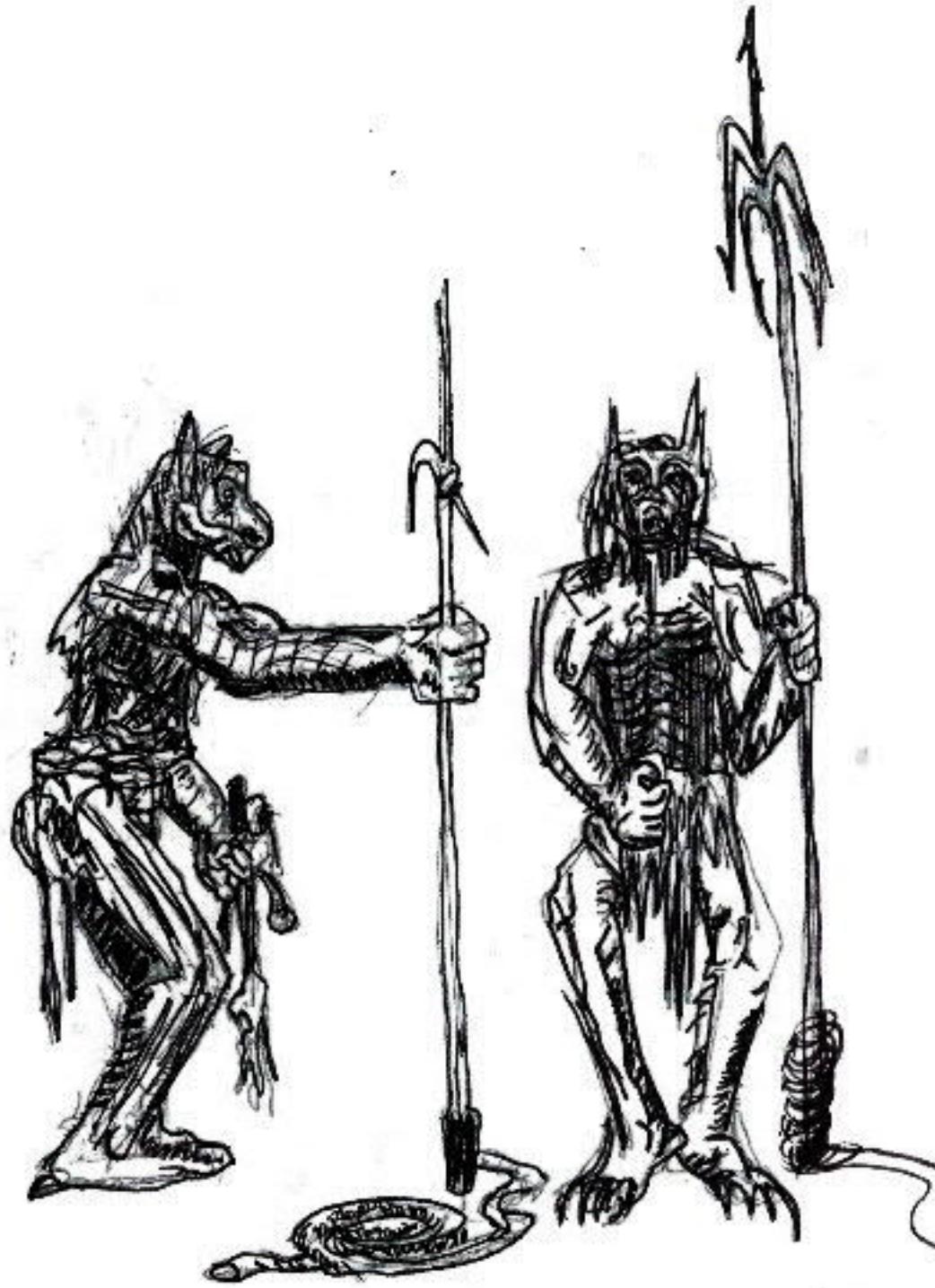


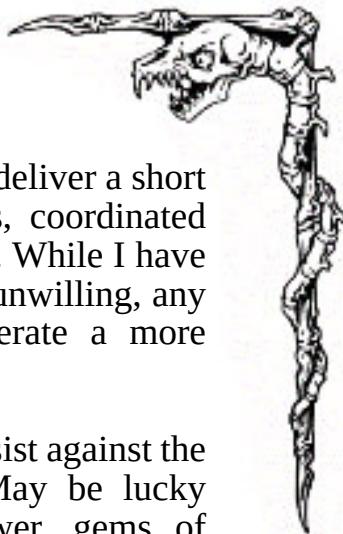


The "daily catch" is hung on their "gut racks" On these racks are the dismembered parts of animal kills, hapless folks, any flesh will do. Pupa are implanted and the flesh percolates with fast-growing muckwings. The Trogs release the muckwings from their nursery as soon as they can fly. The constant air current discourages flying Muckwings from coming back up into the Trog's lair. Instead, they circulate in the western corridors of the dungeon or out the dungeon entrance. Large adults eventually are eaten by Pink Slime or sucked by air currents into the Herald. Pink Slime is the excretion of the Herald's victims. It always materializes in room 5.

The Trogs have cultivated a terribly tasting tobacco from alien cabbage (in room 14.) and Muckwing guano. It is such a hit they don't mind it neutralizes their camouflage and surprise modifiers. Anytime 2 or more Trogs are met there is a 25% chance a row has broken out over who gets to smoke what's left.

Another product from the gut racks is the sturdy and snappy rope they make from corpses. 5 large ones dominate the long, circular corridor of 8. At the southern end these ropes of sinew hang man-sized fishhooks flapping rapidly in the cyclone air current before the Herald.





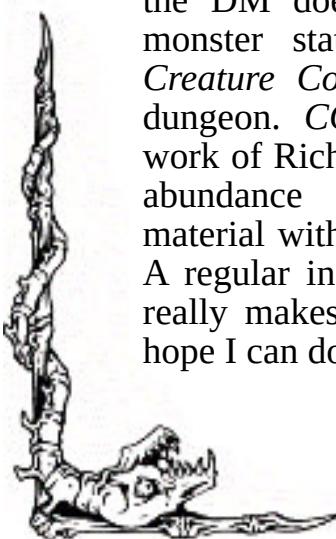
DM PREFACE - I have intended to deliver a short adventure location with dangerous, coordinated monsters for your PCs to encounter. While I have included a hook for the weary and unwilling, any decent referee may want to generate a more organically occurring set-up.

If your PCs enter the shrine and persist against the danger, they will be rewarded. May be lucky enough to uncover items of power, gems of excellent value.

To help you customize the adventure for your campaign I put effort into an **Appendix**. You don't have to read it first, but you need to before you run the adventure. It will save you flipping back and forth during play.

Knowing the creature's capabilities is essential if the DM doesn't want halt play and look up monster stats. Speaking of monsters, *CC01 Creature Compendium* was used to stock the dungeon. *CC01 Creature Compendium* is the work of Richard J. LeBlanc, Jr. This is an age of abundance for OSR-compatible adventure material with affordable rates and novel content. A regular infusion of all this good, weird stuff really makes my personal games come alive. I hope I can do the same for you.

J.M. Aspen, CO 2019







Purging Woth Nrld Oekwn's Muddy Hole

(pronounced waath nerled Oak-win)

The Grim Gauntlet has an old, long list of "false" gods which, hidden by their obscurity, wait the passage of ages to be discovered once again. The Clerics of the Grim Gauntlet make sure that never happens. The petty-god of secret regret and sorrow denied, Woth Nrld Oekwn is on this list, and they now know the location of its first and final shrine...

1. Antichamber: Barren, with a heavy smell of wet earth. The tracks of four people can be seen crossing the room. Like the rest of the dungeon, the rock has been cored to create the room. A hollow, whining sound of wind rushing through a tight sphincter can be heard in the dark distance. The sound is so pervasive it almost drowns out the persistent buzzing noise coming from the next room. **If Robid is with the party** she will say the next room is where they and their group were attacked.

2. Cavern of Corpses: Two dead bodies, the previous delvers, are the fresh meat attracting aggressive Muckwings.



11 Razertooth Hammerheaded Muckwings; AC 6, HD 2+1*, M 30'(10')/150'(50') HP 13, 12, 4x9, 2x5, 3x4 #A 1 bite, 1 stinger D 1d4 + poison/1d2+poison or special S NM Ml 10

Fighting these Muckwings will not alert any Troglodytes living in the dungeon. They expect the swarm to be feasting and making noise.

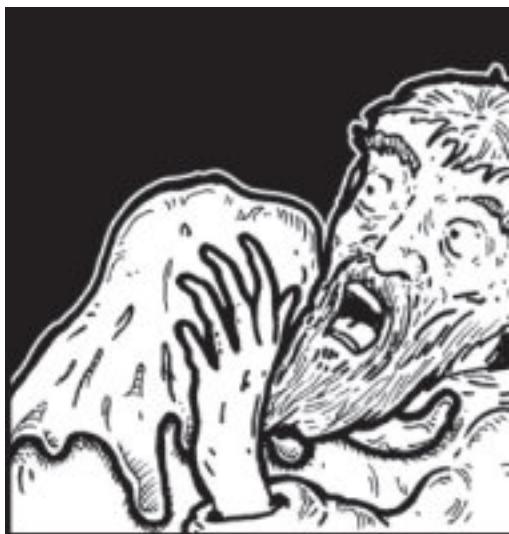
Poor, dead Vilch is missing arms, legs and internal organs. This leaves a hollowed-out torso with head attached. Robid knows the body of Vilch holds a strange stone essential to cracking Oekwn's Furnace on his body. It is a shard of red ruby worth 300 gp. It is **not** a *Crystal of Craven Thought* as Robid claims. This odd crystal has no magical properties. Though it radiates magic, the crystal doesn't do anything..

The body of Qonen, the other member of the ill-fated party, has legs and torso missing. This leaves their head and arms. Qonen was carrying a Scroll of Ancient Halfling needed to dispell Oekwyn's Herald (see Appendix). Bartering with Oekwyn's Herald.

3. Chamber of Horror Slime: The smell of ammonia is first noticed.

2 Pink Slimes; AC 9, HD 2+2** M 30'(10') HP 10, 8, #A 1 touch + special D 2-12 S F1 Ml 12

inhabit this dank chamber. A chiseled out, corkscrew-threaded hole the diameter of an apple can be found in the center of the room. The



back wall of the sepulcher is dominated by an upright stone coffin. A wet, mold-like shining pink substance covers the coffin. It will take an open doors check to get the lid off after any slime is driven off.

Coughing, pleading, or retching into the hole and asking Oekwn to relieve the petitioner of a fatal illness will result in miraculous healing. Unfortunately, however, the penitent is now a thrall to Oekwn and will resist anyone trying to touch the heavy coffin. If the coffin is opened it loses its healing power. Robid will know some of this. Reaction Rolls are a good way to gauge how accurate the information is, otherwise it is up to the DM to decide.

Removing the lid will stir up

3 Sarcophagal Worms: AC 6 HD 1** M 30'(10') HP 8, 7, 6 #A 1 D 1d4 + disease S F1 Ml 7

They will attack anyone searching inside the coffin and surprise with a 3 in 6 chance. Behind the mummified remains are several gems (each worth 300gp) and a 550gp gold bracelet. There is also a **Fan of Protection against Poisonous Gasses and Noxius Fumes +4**. While having the fan out and open the owner (and anyone within a 5' radius of the user) has a +4 Save vs. dangerous gasses and poisonous fumes.

4. Lair of the Brain Crabs: Before the entrance to this side chamber is reached swarming, clicking, echoing tittering can be heard. Even over the increasing sound of the wind rushing throughout these rudely finished halls. A party which moves on past will not disturb this nest of creatures. Peering in with a light will attract the beasts immediately.

12 Brain Crabs AC 5 HD 2** M 120'(40") HP 13, 12, 10, 2x8, 6, 3x3, 2, 2x1 #A 1 clamp or 2 claws D Paralysis or 1-8/1-8.

There is a large rotten chest

containing 2,200cp. It will take some kind of illumination to reveal the chest among the general filth littering the floor. The coins are stamped with a seal of a royal Halfling house long lost to memory. A knowledgeable collector would pay 700gp for the lot.

The Troglodytes avoid passing this room.

5. Horror Slime Infestation: The Pink Slime has overwhelmed this room and spilled out into the hall. The smell of ammonia is very strong here. The slime is extensive enough to block passage past or into the room.

4 Pink Slimes; AC 9, HD 2+2** M 30'(10') HP 16, 13, 12, 8 #A 1 touch + special D 2-12 S F1 M1 12

If the PC's examine the room there is a 6' high relief carved into the back wall in the likeness of a hand topped with small heads at the fingertips.

From left to right; **The Bat Head.** The smell of age-old guano is noticeable from the head. Smearing bat guano on it will give the promising penitent echolocation for 180' for 1d10 days. **The Goblin Head.** Oddly, a stone three-step assist is in front of this relief. Stepping up on it

puts the goblin head at the character's waist. A faint smell of urine will be noticed by anyone who checks. Pissing on the Goblin Head will provide the penitent 90' infravision until they slay a Goblin. **The**



Cyclops Head has some kind of flesh remnants clinging to it. Ripping the eyes from your head and smashing them against the Cyclops will leave you blind, but the penitent now can cast a hypnotic gaze at will. How do you accurately cast a hypnotic gaze while blind should make for a creepy effect. **The Barbarian Head** is stained with dried blood. Small bones litter the floor. They look like thumb bones. Chop off a thumb and spray this



relief with arterial blood. Now you have a 1d4 Bite attack which on a successful hit causing 4 points of damage. Also causes 2 point of bleeding-out damage per round unless attended to. The thumb of this macabre relief is a **Devil Head**. It is clean and is not marred by any dirt or moisture. Sacrificing a sentient being while touching the penitent will be granted spell ability. They can now cast *charm*, *illusion* and *teleportation* once a day though they will never be able to advance past 8th Level of their class.

5a. The Secret Salient: Close inspection of the floor will reveal a round, stone plug in the irregular masonry. It does detect as magical. Some muscle and a crowbar will suffice to pry it up. It will then roll to the room's exit. If no one intercedes the stone plug rolls into the corridor north of 8. You should give the party a chance to intercede, but if they don't, the plug hurtles down the hall at the yellow membrane known as Oekwyn's Herald. This will make a loud plopping sound and the constant howling wind is disrupted. For three rounds the wind is silent and still. Then a hideous shriek announces the Herald awakened, active, and hungry (see Appendix)! Below is a 5' wide, 5' high stone corridor heads north. It is 15' drop to

the floor of this secret corridor. The air is stiff, swallowing sound. After 30' the corridor ends and another stone plug can be seen, except it is above the PCs head. Pushing the plug up and out of the way (which is not difficult) another hanging smell stirs. Of dry wood and earthy rot. Here the **Bone of Contrition** lies hidden in the dark, resting on a delicate stand on the rock floor. For some reason the ceiling here is only four feet.

The two-foot long bone can undue the resolve of a single antagonist within sight of the user. A failed save against Wands and the ensorcelled will begrudgingly yield to one request of the caster. Once granted, the target of the enchantment will forever loath the caster. Even so the granted request will not sought to be undone. There are three charges left. Casting a *Read Magic* spell on the wand will reveal this magic item's abilities and charges left.

The two narrow dead ends on the east side of the low chamber are covered in glyphs and ruins. A *Read Magic* spell will decipher it. It is a confession of an unknown demon committing a monstrous betrayal. If a Cleric casts a *Commune* spell in this room they will be tasked by



Oekwyn to avenge this treachery in whatever manner seems most fitting. The DM will need to come up with all these details if pursued.

6. Wounded Vulbat: Crawled in here to heal from the bone-shard “fishing” hooks of the Trogs. Some



pieces of “gut” string and Muckwing pupa still hang off the creature.

Vulbat; AC 6 HD 2 M 30'(10')/90'(30') HP 10 #A 1 claw/1 bite D 2-8/1-6 S F1 Ml 7

There is a crudely carved message on the south wall written in ancient

Halfling. It says “Spike the Furnace with the crystals of the cave. It is the only way...” Unless the party has someone familiar in ancient Halfling it will take a *Read Language* spell of some sort to understand. This will reveal what language the carving is written in and what it says.

7. Tightly Bound Mummies: There are **seven fur and skin-wrapped animal corpses** of various sizes, all in advanced stages of decay laid out on raised mounds of earth. All but the **Baboon** and **Jackal** will disintegrate with a touch. The Baboon and Jackal mummies will animate if disturbed and attack for three combat turns before expiring.

Baboon; AC 2, HD 3+3, HP 11, Move 60'(20'), #A 1 bite, D 1-6+disease*, SA F2, M 12.

Jackal; AC 6, HD 2, HP 4, Move 60'(20'), #A 1 bite, D 1-4+disease*, SA F1, M 8. Under each animal mummy a PC makes a d20 throw to see what they found;

The five other mummies are; Domestic Cat, Skunk, Fawn, Hawk and Rabbit.

Under each animal mummy may be a stash of unique goods. *Roll d20 and*

see what they find by consulting the following chart. If the same number is rolled again there is nothing under the mummy. *Each of these entries should only be used once.* Be aware; not all of the objects radiate evil or magic!

Animal Mummy Stash (roll 1d20):

1. Prophetic Oekwn poetry written on parchment. Provides instructions on how to become a Cleric of Oekwn (see Appendix).
2. An ivory chalice carved with Oekwn's holy symbol. 350 gp.
3. A singing map leading to the Lost Isles of the Moon Beasts.
4. Silver Flute, 300 gp. Wrapped in poisonous blight-leaves. Save vs. Poison or die!
5. Indestructible chain-mail vest. *Eliminates magical "to hit" bonuses.* Drinks wearer's blood, when donned or removed, causing a loss of 1 Hit Point. Sleeping with the vest on costs d8 Hit Points of damage by morning.
6. A sword of dragon-bone. 200 gp. Useless as a weapon.
7. An Oekwn ritual glyph on a piece of tree bark. No value. Will work as a Cleric's holy symbol.
8. A deformed skull. Useful with any type of summoning spell, providing +4 to any needed saving throws of the caster.
9. A scepter made of iron, bestows

nobility to the bearer in the iron-crowned city of Zhaol.

10. A fairy trapped in amber; looks like a bug, 50 gp.
11. Beneath the mummy emptiness stretches to black infinity. Save vs. Dragon Breath or fall into the Shadow Realm.
12. Runic stones arranged in a very specific pattern. Touch any of them and the entrance back out is sealed by a dropping stone block!
13. A golden ring, 50 gp. Put it on and everyone in a 10' radius is transported to the Gray Plain of Neglected Gods. 30 seconds later the ring bearer will join them after spending 30 seconds in the god's presence. Knowing passage through Oekwyn's ethereal shrine is the only way out and Oekwyn provides this, but at a price. What deal did the ring-bearer make with Oekwyn before they joined the party? DM will need to come up with any necessary locations needed and the bargain made. Successfully returning to the "real" world puts the PCs in room 10.
14. - 20. A crystal from the caverns (see room 14. for details).

8. The Windy Corridor: This long, tube-shaped corridor running north and south is subject to a continuous magical wind. A scent of foul-smelling tobacco smoke stands out. The wind gets stronger the closer to

9 one gets. Torches go right out. Visible on the tunnel floor (with proper lighting) are five gut-corded ropes running the entire length where, at the southern end, metal hooks are tied off. The strength of the wind at the southern end makes these hooks flap and wave 3'-5' off the ground. Dead, dried Muckwings and Vulbats are spitted on the some of the bone and wood shards dug into the floor and walls.

If the Trogs are aware of the party they will attack from 13. Descending on additional flesh-braided rope, these guards will hurl rocks and harpoons (1d6 damage) hoping to force a loss of footing, and in doing so overrun intruders. If a natural 18-20 is rolled on the attack throw, the defending PC has been struck in the head. The PC will then need to save vs breath weapon or lose footing, slide into the dug-in bone shards or flapping fish-hooks for 1d6 damage, or worse yet, slide into the flesh-eating jelly of the Herald (see Appendix) to be slowly consumed. Roll d6 on the following table applying any DEX modifiers:

0-1 Fall into the consuming gel. 1d10 turns to full consumption.

2-3 Hooked! Take d6 damage. Need assistance to get off.

4-5 Grab onto a rope, no damage.

6-9 Managed to grasp a bone shard and arrest fall taking no damage.

If the stone plug from 5. has sailed into the Yellow Gel known as the Herald... The stone plug is impregnated with various spells of summoning. All are designed to "wake" the dormant Herald when priests of old needed protection. The first thing it will do is howl, grab and mulch any one nearby before stalking the halls, killing all it finds. After an hour the Herald will degenerate into a liquid mucous, dry up, and reform back in the entrance of 9 by dawn of the next day.

9. Herald of Oekwyn and Woth Nrld Oekwn's Shrine: Touching the substance blocking entrance into the shrine will make one stuck fast and then pulled slowly, but inexorably into the gel to be consumed. Shutting off the Furnace or rolling the stone plug from 5a. into it is the only way to bring the barrier down.

If a character comes into this chamber by being sucked into the yellow gel from 8. than they are now an ethereal, naked spirit trapped, waiting to be reborn as a Kam Warrior.

Kam Warrior AC 5 HD 12 (see Monsters) M 120'(40') HP (see Monsters) A 1 D 1-8 S (see Monsters) Ml 11

Otherwise there are only two of these monsters waiting to attack intruders. Once any Kam Warriors have been dealt with the way is clear to loot the shrine. Though all but Clerics must make a Saving Throw against Spells or become overwhelmed with a long forgotten trauma. This will urge the afflicted to be unburdened of these feelings of remorse and sadness. Until the

PC comes up with a means to do this, here in the dungeon, their character will eventually (1d3+1) flee the dungeon screaming in terror. This is only a local phenomenon. Once they stray outside the dungeon, willingly or not, the effect is broken, unless the character feels compelled to submit to Oekwyn's call. They are then changed into a 4th level Cleric of Oekwn. A convert to Oekwn will not allow the shrine to be looted or defaced. The convert will exhort any others in the room to help purge the shrine of interlopers. They will absolutely fight to the death defending the room's treasure, the *Shed Godling Skin Suit*. This magic item's abilities are detailed in the Appendix. It is rolled up inside a canvas bag plastered behind the south walls ornate frescoes. A successful secret door search or other means, like detecting magic will be needed to find it.

The shrine is flat-ceilinged, the floor packed yellow dirt. Hundreds of yellow leather sacks litter the floor, Frescoes of penitent worshipers adorn the walls.







10. Trembling Rock of Oekwn's

Furnace: There is always a

Troglodyte guard AC 5, HD 2, HP 13, 5, #A 2 claws/1 bite, D 1d4, S F2, M 9

posted at the entrance. Their job is to finish off and collect any victims caught on the fixed spikes and hooks in 8. They possess one of the roped harpoons (1d6 damage) to do the task. They also posses a tobacco pouch filled with dried muckwing dung and pale cabbage (see room 14.)

All the way to the east is where the furnace can be found, a rock formation at the center of the eastern most circular passage. It is different from the surrounding rock, throbbing with lurid yellows. Pounding the *Crystal of Craven Thought* the clerics of the Grim Gauntlet brought has no affect. Only the living crystals growing out of the alien cabbage from 14. will dispell the sucking wind. It will also

release the two Kam Warriors from 9. to come after the intruders. Any characters consumed by the Herald prior will stride forth as an angry Kam Warrior as well.

11. Troglodyte Lair:

The stink is



awful.

10 Troglodytes AC 5, HD 2, HP 15, 13, 12, 11, 11, 8, 8, 7, 4, 3, #A 2 claws/1 bite, D 1d4, S F2, M 9

weave ropes of muscle and sinew off of their three gut-racks. Hunks of raw flesh are also strung on the racks, impregnated with festering Muckwing Larva. Yellow glowing crystals (1d4+2 of them, 100gp each) underneath the racks are accelerating the insect's growth. Once matured enough to fly (1-2 days) they are released into 8. Beside the crystals there is nothing of value here.

12. Chief's Chamber: The natural rock ceiling of this chamber is higher than anywhere else in the dungeon, 12' to be precise, where everywhere else it is 6'-8' above people's heads. Twelve to fifteen humanoid skulls adorn the cave walls. Smokey fire pots give a flickering red light revealing the room's features.

The **female chief** AC 15, HD 3, HP 21,



#A 2 claws/1 bite, D 1d4, S F3, M 9

She holds a spiked club (1d8+3 damage) in her hand and is berating

2 males AC 5, HD 2, HP 13, 5, #A 2 claws/1 bite, D 1d4, S F2, M 9

for their lack of sexual vigor. Empty tobacco dung pouches (8 in all) scatter about the floor. Three more (full) are stuffed in a crevice in the ceiling, one contains 4 small diamonds (1,000gp each) mixed in with the vile stimulant. She will not leave the room without them.





Any examination of the room will reveal her hand-holds carved into the wall. acknowledged by nearby Trogs. In fact Trogs in 13 a. will jeer at his every scream and cry.

13. The Cooler: This room continues the long run of rooms smelling like carrion. There is a skinned deer carcass on the floor along with one of Robid's hirelings, a link-boy. The Trogs are not worried of him wandering away because they chewed off his feet. The poor meat-shield will beg for help in a forlorn wail. These noises will not be

The arms, legs and guts of Vilch are piled up next to the link-boy. Qonen's headless torso, legs still attached, is also here. Both the coveted scroll and crystal they brought lay ignored on the floor. Qonen's cold legs have been skinned and implanted with tens of writhing Muckwing pupa.



If the headless torso is searched the scroll mentioned in room 2. will be found.

13 a. Listening Post: Here is where the Trogs can pick up the agitated sound of Muckwings attacking anything in the western part of the dungeon. When so alerted they will tie on their corpse-ropes and attack any prey entering 8. A pile of fist-sized rocks are piled up and 6 harpoons, with attached gut-rope, lean against the carved walls.

5 larger ropes terminate here, wedged in cracks of the cavern so they can't come loose. These five ropes extend all the way down 8, ending in crude fish-hooks, waving about before the weird jelly of the Herald blocking 9. Any "catch" can be quickly hauled up.

3 Trogs AC 5, HD 2, HP 12, 10, 7, #A 2 claws/1 bite, D 1d4, S F2, M 9

are currently on duty, their tobacco pouches almost empty. The smell of their continuous smoking will be noticed by anyone in 8.

14. Crystals & Cabbages: Radiating yellow crystals (11 in number) poke out of pale cabbages growing on the dirt floor. These crystals (100gp



each) appear as the "fruit" of the stringy plants. They glow soft yellow. The Trogs found the cabbages grow rapidly in the presence of the crystals, like accelerated hair growth.

Some of the cabbage is dried and mixed with Muckwing dung to produce their tobacco. This smelly product is a big hit in the tribe, and they don't even mind it neutralizes their camouflage and surprise advantage. They can sometimes be found fighting over the last pouch. Anytime two or more Troglodytes are encountered there is a 25% a big row has broken out over who gets to smoke what's left. The cabbage also provides sustenance in lean times.

Appendix

A. Woth Nrld Oekwyn: The sublime Woth Nrld Oekwyn (see illustration page following) is the god of secret regret and sorrow denied. It appears as a blindfolded, human sized, disturbingly legless creature, smelling of ammonia. The principle form of worship and prayer is whispered confessions into a hole. Any kind of hole will do. Containers count as holes, if opaque. When Woth Nrld Oekwyn was openly worshiped (think long time ago) it wasn't uncommon to find a devotee whispering foul deeds into a leather sack in one's lightless closet! The cult was not so much driven underground, but faded from relevance.

There are several opportunities in the dungeon where any Cleric may willingly convert to the worship of Woth Nrld Oekwyn. If they do they will automatically be Fourth Level. Increase or reduce the character's XP to get in compliance with the characters new level.

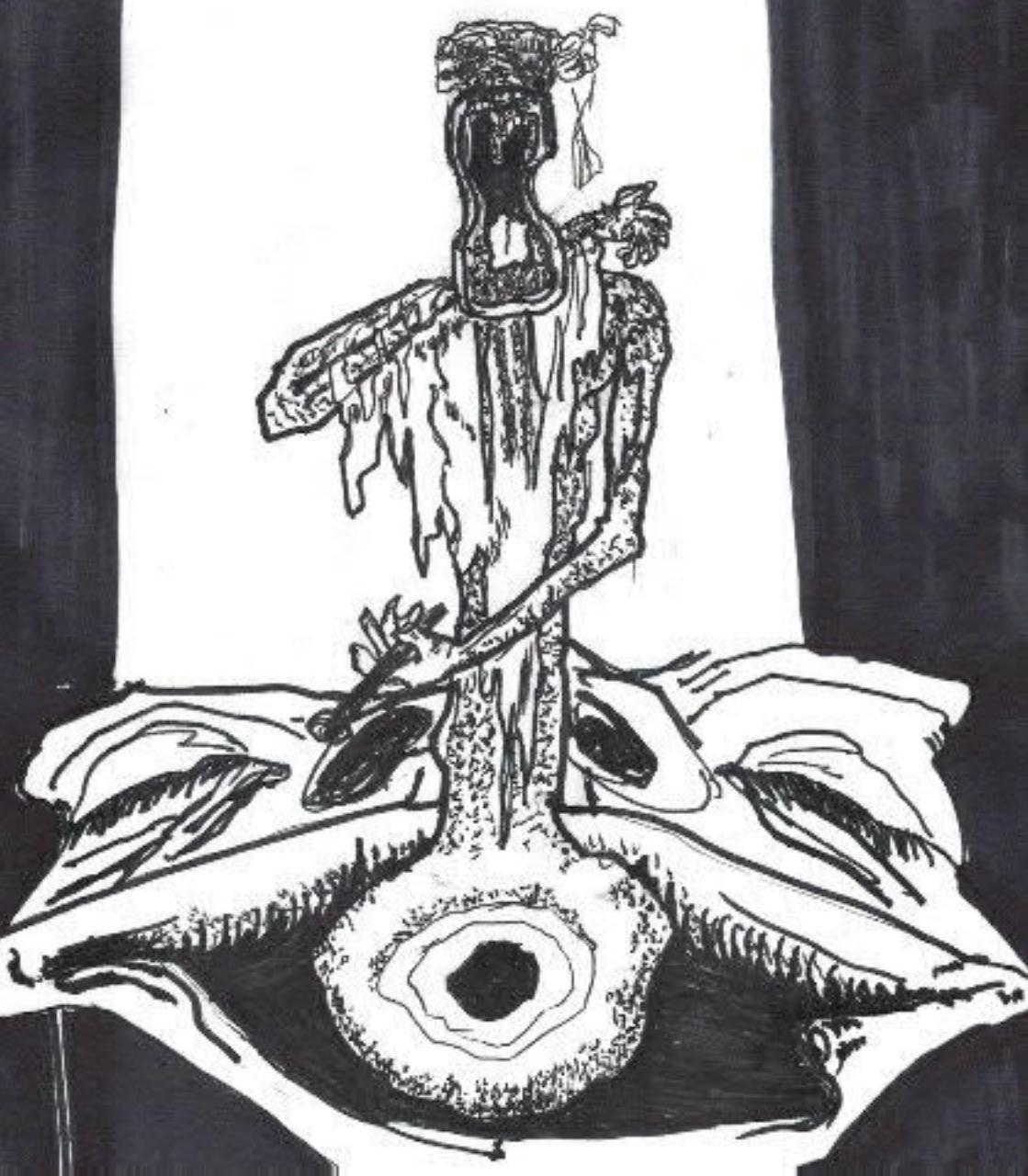
When they qualify for one of the spells unique to Oekwyn they must remove one of the Cleric spells from the normal list of equal level. This dismissed spell can never be cast again. The unique spells granted a Cleric of Oekwyn are;

First Level; **Wander Lust.** Cast by touching the target, crushing a snail and whispering the triggering word. For those who pay attention the word is "Go" in old halfling. Fail the save and the target will remember a past traumatic occurrence or emotional trauma in vivid memory. This will cause the enchanted to wander as far away from their present spot as they can for as many hours as the caster's level. It is not so much the victim is in fear, but extremely distracted to the point of wandering around.

Second Level; **Sorrow.** Area effect, the whispered words of the spell only need be said. Range is 30' radius from caster. For each level of the Cleric that many HD of human and/or demi-humans are inconsolable for an hour. The level of sadness and tears will incapacitate the effected. At the half hour mark each enchanted subject gets one more saving throw to snap out of it.

Third Level; **Hysterical Blindness,** range is by touch. Fail the save and spell curses the target with permanent blindness, when next facing combat. Not engaged, but facing the prospect of it. Being surprised and attacked doesn't count. *Dispel Magic, Remove Curse,*





or *Cure Disease* spell will remove the blindness. Complex finger movements while touching a human eye energizes the Cleric so they may discharge the spell if cast within ten minutes.

Fourth Level; *Forget*, range is by touch. The most recent traumatic event in the target's memory is forgotten. It will also take the subject hours to recover from a catatonic state the memory loss causes. The length of hours is the caster's level. There is always a 5% chance the effected will have their entire memory wiped out, leaving them with no recollection of who they are.

B. The Herald: The avatar and angel of Oekwyn begins the adventure as a sagging yellow membrane preventing entrance to Room 9.

It displays its powers in this dorment state as a soul-sucking gel which devours the living slowly. Anything else for that matter, *except* the living crystals growing in 14.. If the furnace is shut down (see 10.) by striking a crystal from 14. into the throbbing, easternmost rock the avatar is banished from the material plane and the passage into Room 9 is wide open.

If the stone plug from 5. strikes it the



Herald is released to stalk the dungeon. In this active, ravenous state it appears as a liquid yellow, complex, two-armed, one-legged armored beast with black joints. A screaming machine head sucks prey into its whirling, armored face and sprays out the back in a fine spray.

Herald AC 2, HD 5, HP 23 #A 2 fist and special D 1d6/1d6 and special, S F10, M Ignore. Can only be hit by magical weapons and spells. Any single target falling within 15' of the Herald's line of sight must Save vs. Dragon Breath or be sucked through its machine head and sprayed out in a fine, pink mist.



C. Bartering with Oekwn's Herald: is not difficult, despite what the Cleric's of the Grim Gauntlet say. You have to be able to read an old, obscure demi-human language to cast the spell on the scroll which the clerics are carrying, and give your life to the yellow, pulsating gel blocking entrance into 9. Unfortunately the Grim Gauntlet is wrong. The scroll has been misread. The spell cast awakens the "Herald" to an aching frenzy of freedom for the first time in hundreds of years.

Robid knows how to read this old scroll in halfling language. The whole party did, not that it matters. But the Cleric Robid is willing to give their life, and if they get to 8. they will cast the spell. They won't get past their first steps toward martyrdom before the Herald transforms into the deadly machine head and strikes!

D. The Grim Gauntlet: The Clerics of the Grim Gauntlet, as their name may suggest, are an arm of suppression dedicated to reinforce the dominant monotheistic religion of the realm. Armed with old texts and maps, the "Gauntlet" sniff out antithetical places of worship wherever they may be. They make sure there are no worshipers who exist practicing profane black magic.

They see what they are doing as cleaning out an infestation. Like Oekwyn, followers of the Grim Gauntlet have unique spells available to them as they increase in level.

First Level; **Rapture.** Cast by uttering the Scorn of Piu-Lisi oath. +2 AC and +2 on roll to hit. It lasts three rounds per level.

Second Level; **Silent Witness.** Caster only. Ability to read obscure languages and decipher coded maps. This effect lasts for several days so the priestly-knight can read any number of tomes if available.

Third Level; **Hymns of Hammering,** Area effect. *Cause Fear* is projected 5' per level from the fervent cleric. Lasts as long as the cleric can sing the great feats of the Gauntlet

Fourth Level; **Unerring Direction,** range is by touch. Duration is one hour per level. Is able to know the direction and sometimes distance as well of wherever the caster wants to go. They don't have to have been there. This is not teleport, the spell does only reveal direction and distance. How the cleric gets to their destination is on them.

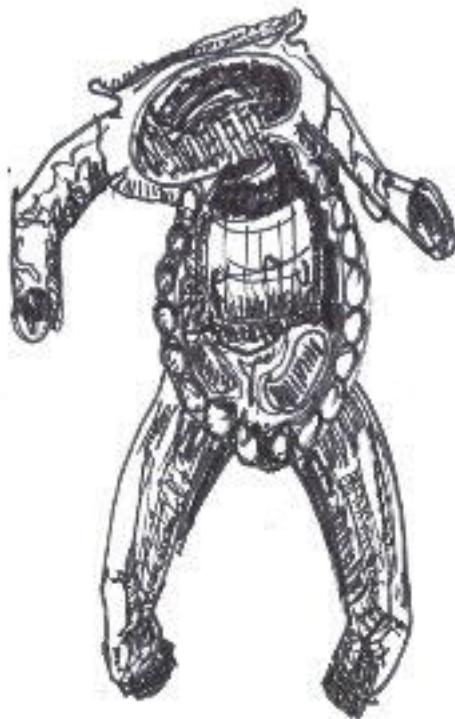
Shed Godling Skin Suit:

This yellow bead-strung suit will revive a newly dead corpse. A complete corpse isn't even necessary. Forty percent will work. The suit will appear translucent and will wrap around the remains. Like a sausage casing. But tight and seamless. The revived wearer will be smooth, warm to the touch, and very pliable. Wrapping yourself in clothes which cover you up may be needed to go unnoticed. Will exhaust anyone who spends two or more days in their company, roll save vs. death ray every twelve hours. Once failed the affected collapses and will not be able to be revived until out of the presence of the wearer of this strange suit. If reduced to zero hit points or less by spear damage, the living dead skin-haunt bursts in a liquid pink splash reeking of ammonia. Otherwise they reform in twelve hours after disappearing in a cloud of dust and cobwebs.

If a living person puts the garish, sequined suit on they are protected from Fear, Psionics, and Mind Control effects. The living person will look like they have a semi-translucent bladder sucked tight to their skin. Smooth, no features like the undead wearer. Also free of the need to breath and drink or eat. After ninety days the suit sloughs off. The person is

now cursed to wind up dead by drowning in three days.

The wearer must strip down before donning the garment and can only wear it once. Trying to wear it a second time and the wearer will suffer a brain clot, evident by the blood leaking out of their eyes and ears, and the suddenness of death.



Monster Gallery

BRAINCRAB

ARMOR CLASS: 5

HIT DICE: 2**

MOVE: 120'(40')

ATTACKS: 1 clamp or 2 claws

DAMAGE: Paralysis or 1-8/1-8

NO. APPEARING: 10-40

SAVE AS: Fighter:1

MORALE: 6

TREASURE TYPE: Nil

ALIGNMENT: Neutral

A carnivorous hermit crab hungry for the brains of its victims. The standard method of attack of a braincrab is to leap (up to 10' high) onto the top of the head of a victim, planting the tips of their 8 standard legs into the victim, and injecting a



paralyzing toxin (save vs. poison or paralyzed 1-8 turns). After a victim has been immobilized, the braincrab will use its powerful claws to work its way into the victim's skull via the nape of the neck. If a brain crab has not been stopped within 1 turn of beginning

this, there is a 70% chance (+10% per turn thereafter) that the victim's neck will be snapped, resulting in permanent paralysis. Within 5 turns, the braincrab will have made its way into the skull and snapped the head of the victim from its body. Once the head has been removed, the braincrab will proceed to devour the victim's brain, using its skull as its new home. As a braincrab grows, it will continue to search out larger vertebrates (with larger skulls).

KAM WARRIOR

ARMOR CLASS: 5

HIT DICE: 12 (see below)

MOVE: 120'(40')

ATTACKS: 1 weapon

DAMAGE: 1-8 or by weapon

NO. APPEARING: 1-6

SAVE AS: See below

MORALE: 11

TREASURE TYPE: C

ALIGNMENT: Neutral

A kam warrior is a supernatural being that, when killed, splits into two separate warriors which both then "rise from the dead" and continue to fight. A kam warrior begins as an 4 HD monster (and saves as a fourth level fighter). When that 4 HD kam warrior is killed, it arises as two identical (but individual) kam warriors, each with 2 HD (each fighting and saving as a 2nd level fighter) and wearing/carrying everything that was on the 4 HD kam warrior's person when it died, including normal weapons, armor, and equipment (magic items will not split; one kam warrior will receive

the magic item and the other will receive a normal/nonmagical version of the item). When a 2 HD kam warrior is killed, it rises as two 1 HD kam warriors (duplicating possessions as above, each fighting and saving as 1st level fighters). When a 1 HD kam warrior is killed, it does not "split," and simply dies. They normally wear padded armor, carry a shield, and wield broadswords. Though kam warriors have been known to wear more protective (even magic) armor, or carry magical weapons, this is relatively uncommon.

MUCKWING, RAZORTOOOTH HAMMERHEADED

ARMOR CLASS: 6

HIT DICE: 2+1*

MOVE: 30'(10')/150'(50')

ATTACKS: 1 bite/1 stinger

DAMAGE: 1d4 + poison/

1d2 + poison or special

NO. APPEARING: 6-36

SAVE AS: Normal man

MORALE: 10

TREASURE TYPE: Nil

ALIGNMENT: Neutral

The razortooth hammerheaded muckwing (or "muckwing" for short) is a giant flying insect that appears as a cross between a dragonfly and a scorpion, featuring a mouthful of razor-sharp teeth and a slimy coating oozing from the entirety of its body. These muckwing are extremely aggressive and attacks with a combination of bite and stinger. The bite of a muckwing (in addition to 1d4 shredding damage) deals a poison that (on a failed saving throw) causes its victim to suffer

blurred vision for 1d4+1 rounds, attacking with a -1 "to hit" penalty. Normally, the stinger attack of a muckwing does 1d2 points of damage and injects a mild poison that (on a failed saving throw) has the same effects as its bite (-1 "to hit" penalty for 1d4+1 rounds due to blurred vision). However, there is a 50% chance each time a muckwing makes a successful stinger attack that the poison gland in its tail will "rupture," causing twice the normal piercing damage (2d2 instead of the normal 1d2) and killing its victim on a failed saving throw (vs. poison) in 1d4+1 turns. Additionally, if the muckwing's stinger dislodges, it will no longer be able to make any stinger attacks, and the muckwing will die in 1d4+1 turns. All effects of the muckwing's bite and stinger are cumulative.

VULBAT

ARMOR CLASS: 6

HIT DICE: 2

MOVE: 30'(10')/90'(30')

ATTACKS: 1 claws/1 bite

DAMAGE: 2-8/1-6

NO. APPEARING: 2-12

SAVE AS: Fighter:1

MORALE: 7

TREASURE TYPE: Nil

ALIGNMENT: Neutral

Vulbats are a cross between a vulture and a vampire bat. They are clumsy and oafish, moving slowly and attacking as a 1 HD creature. On any successful bite, there is a 50% chance that a vulbat will infect a victim with a mild disease that, if uncured, will cause

minor cramping and discomfort, causing afflicted creatures to attack with a -1 "to hit" penalty until cured. Additionally, on any natural "to hit" roll of 20, a vulbat will cause a wound so serious that it will continue to bleed at a rate of 1d4 points per round (until healed or bandaged).



MUMMY, ANIMAL

Animal mummies are undead creatures sometimes found in tombs inhabited by (human) mummies or in deserted ruins. The bite of an animal mummy will infect a victim with rotting disease on a successful "to hit" roll (no saving throw). This rotting disease prevents magical healing and makes all wounds take 5 times longer than normal to heal. The fear caused by the sight of a normal mummy is possessed only by baboon mummies. Animal mummies are affected only by magical weapons but take only half damage from them. Animal mummies are immune to the effects of sleep, charm, hold, and cold.

PINK SLIME

ARMOR CLASS: 9

HIT DICE: 2+2**

MOVE: 30'(10')

ATTACKS:

1 touch + special

DAMAGE: 2-12

NO. APPEARING: 1-2

SAVE AS: Fighter:1

MORALE: 12

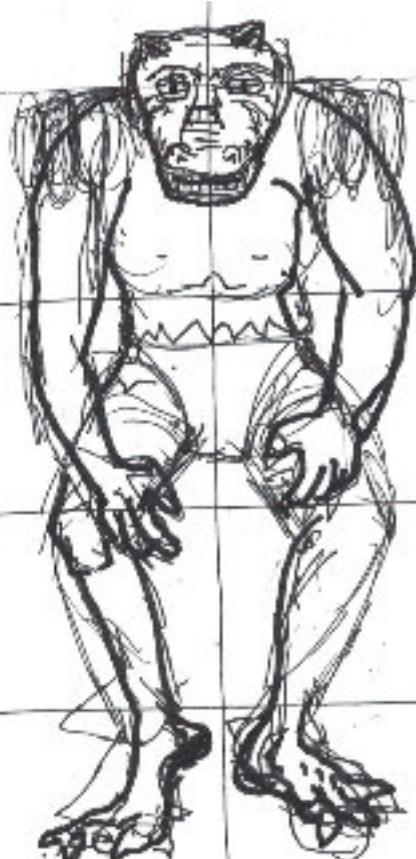
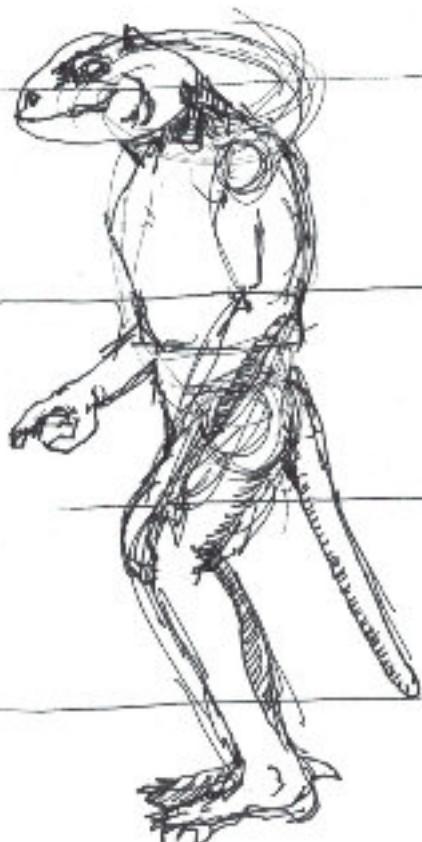
TREASURE TYPE: Nil

ALIGNMENT: Neutral

Pink slimes are not technically a "slime." They are, in fact, a carnivorous life-form which appears similar to an ooze or slime which has the consistency of finely ground red meat and a coloration bordering more toward blood red than pink. They leave wet bloody trails behind them as they slowly

ooze. Their presence is often signaled by the tell-tale scent of ammonia. Pink slimes are able to crawl on walls and cling to ceilings, often attacking from above and dropping onto victims below, surprising on a 1 or 2 (on 1d6). Pink slimes are immune to poison, disease and acid attacks, but are harmed normally by flame, cold and electricity. These creatures secrete a catalytic corrosive that breaks down living tissue. Therefore, pink slimes may only affect plant and animal life, but will not affect metal or stone. If this corrosive touches bare skin, it acts like an infectant, spreading from the touchpoint of the attack, doing 2d6 points of damage each round, unless the affected creature makes a

successful saving throw (vs. poison) or the infection is cured (by magical means). While an infected creature is not generally contagious, the touchpoint of the attack is contagious while that infected creature remains alive. Any other creature touching the origin sore of the infected (but still living) creature should be treated the same as a successful "to hit" roll by a pink slime. In addition to its standard touch attack, a pink slime also emits an olfactory irritant (thus the smell of ammonia). Any creature coming within a 10' radius of pink slime must save vs. breath weapon or attack at -1 "to hit" for 1-5 turns.



TROGLODYTE

Armor Class: 5
Hit Dice: 2
MOVE: 120'(40')
ATTACKS: 2 claws/1 bite
DAMAGE: 1d4/1d4/1d4
NO. APPEARING: 1d8, Lair 5d8
SAVE AS: Fighter: 2
MORALE: 9
TREASURE TYPE: A

Troglodytes are very intelligent lizardlike humanoid creatures. They have large red eyes and spiny "combs" on their legs, head, and arms. They normally stand 5 to 6 feet tall. They can change color at will, and 50% of the time a group can blend into the environment well enough to surprise on a roll of 1-5 on 1d6. Furthermore, they gain a +2 attack bonus during any surprise round due to their excellent ambush skills.

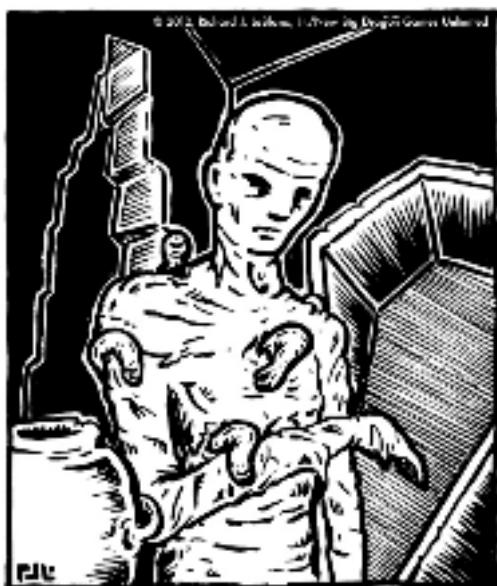
Troglodytes secrete a smelly oil, and those within 10 feet of the Troglodyte must make a saving throw versus poison. Those failing the save suffer a -2 penalty to attack rolls while they remain within range of the Troglodyte.

Getting out of range negates the penalty, but renewed exposure reinstates the penalty. The results of the original save last a full 24 hours, after which a new save must be rolled. Troglodytes are very hostile, attacking equal or weaker non-troglodyte groups on sight. They prefer to attack with surprise, depending on their color-changing ability for this.

WORM, SARCOPHAGAL

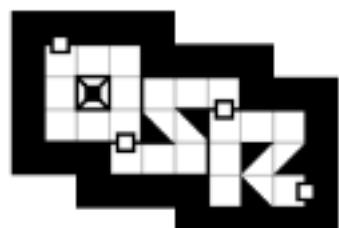
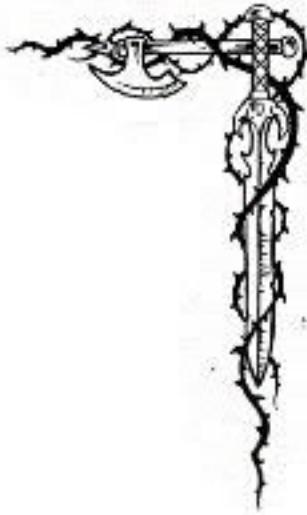
ARMOR CLASS: 6
HIT DICE: 1**
MOVE: 30'(10')
ATTACKS: 1 bite + disease
DAMAGE: 1-4 + disease
NO. APPEARING: 6-15
SAVE AS: Fighter:1
MORALE: 7
TREASURE TYPE: Nil
ALIGNMENT: Neutral

Sarcophagal worms are undead, worm-like creatures created by evil clerics from the intestinal remains of someone who has been mummified,

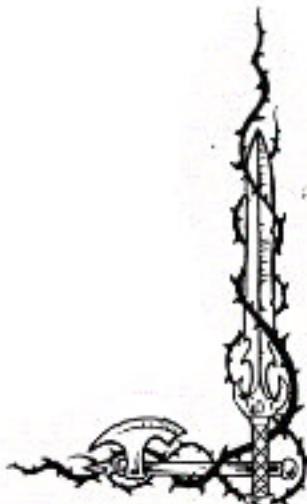


and are intended to bring that person eternal torment in the afterlife. Because sarcophagal worms are created from the remains of the mummified corpse they are undead. They are immune to poison, sleep, charm, hold and cold, and are

only susceptible to (other) spells, fire and magic weapons, all of which do only half the normal damage. Any sarcophagal worm splashed with a vial of holy water will die automatically. Sarcophagal worms have a bite that does 1-4 points of damage and inflicts the same rotting disease as the mummies from which they grow (reduces healing rate to 1/10, immune to normal healing, must be cured magically) and any creature killed by a sarcophagal worm is subject to the same conditions as being killed by a mummy (*cure disease* and *raise dead* spells must be cast within 6 turns of death to be effective). Sarcophagal worms do not have the same effect of paralyzing fear as a mummy. However, every bite inflicted by a sarcophagal worm reduces by one point the affected character's saving throws versus that mummy.



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